

WHAT THIS IS

This is a CP/M port of "Beatle Quest", a text adventure originally written in 1985 by Garry Marsh for Number 9 Software, running on the ZX Spectrum. This version has been rebuilt to run on the NABU PC under CP/M, faithfully following the original game's own data and puzzles.

The original cassette manual is included alongside this file - it has the full story setup and background, so give that a read too.

HOW TO START

Copy BQ.COM and BQ.ADV to the same CP/M drive/directory, then simply type:

BQ

and press ENTER. No other arguments are needed - BQ.COM automatically loads BQ.ADV.

NARROW-COLUMN DISPLAYS

If your screen or terminal shows fewer than 80 columns, use one of these instead of BQ.COM - same game, just word-wrapped narrower:

BQ40.COM - for 40-column screens (e.g. a stock NABU in its native display mode, rather than a wider CP/M terminal): type BQ40

BQ36.COM - for 36-column screens (e.g. a Coleco Adam): type BQ36

Everything else (commands, saving/loading, scoring) works identically across BQ.COM, BQ40.COM, and BQ36.COM; only the line width differs.

HOW TO PLAY

Type simple two-word instructions in the form VERB NOUN, for example:

EXAMINE TELEPHONE
TAKE SPOON
UNSCREW MOUTHPIECE
GIVE BINOCULARS

Some commands only need a verb on its own, such as LOOK, INVENTORY, or a direction.

Movement:

N, S, E, W, U, D, NE, NW, SE, SW, IN, OUT
(or GO <direction>, e.g. GO NORTH)

Other useful commands:

LOOK	- redescrbe where you are
GET <item>	- pick something up
DROP <item>	- put something down
INVENTORY	- list what you're carrying/wearing
SCORE	- show your current score
HELP	- show a short command reminder
SAVE <name>	- save your game
LOAD <name>	- restore a previously saved game

QUIT

- end the session and show your final score

SAVING AND LOADING

Type SAVE followed by a name of your choosing (up to 8 letters), e.g.:

SAVE MYGAME

This writes your progress to MYGAME.SAV. To pick up where you left off, type:

LOAD MYGAME

If you just type SAVE or LOAD with no name, the game uses a default save slot for you automatically - so both bare SAVE/LOAD and named SAVE/LOAD work.

Remember whatever name you used, the same way the original 1985 manual asked you to!

CARRYING THINGS

You can only carry a limited number of items at once, just like the original 1985 game. If you try to pick something up and the game tells you "You can't carry anymore.", you'll need to DROP something first to make room.

SCORING

Typing SCORE at any time shows your current progress out of 1000. Collecting items of interest, solving puzzles, and eventually bringing everything back to where you started will earn you your final score when you QUIT.

IF YOU GET A "TRUNCATED" OR "TOO MANY ..." ERROR ON STARTUP

This almost always means the copy of BQ.ADV on your machine is incomplete - a transfer that stopped early or was cut short. The real BQ.ADV is exactly 19522 bytes; check your copy's size against that, re-copy the file fresh, and try again. As of this version the game checks for this itself and will tell you plainly if the file is short, instead of showing a confusing "too many objects/actions" message.

CREDITS

Beatle Quest (c) 1985 Garry Marsh, Number 9 Software.
Lyrics referenced throughout (c) Lennon-McCartney, George Harrison,
Northern Songs Ltd. Licensed by Rocksoft Ltd.

This CP/M port and runtime by Intangybles.

Enjoy!